Tabitha Geiger

CS 260

Joseph Jess

Week 1

A way that I would represent the marbles are integers and the bag an empty list. We can set a max limit on the bag so that it can only hold up to twenty marbles and then select a marble randomly to add into the bag. If we want to remove a marble, I wouldn’t want to outright delete it, but store it in another list (perhaps a representation of a person holding them or putting them on the floor?). That way, we can re-add the marbles back into the bag whenever we like.

A screen shot of a computer code

Description automatically generated



Now for removing them:

A screenshot of a computer program

Description automatically generated



It didn’t quite work as I liked it to. I would like it to remove them randomly as if blindly pulling them from the bag.